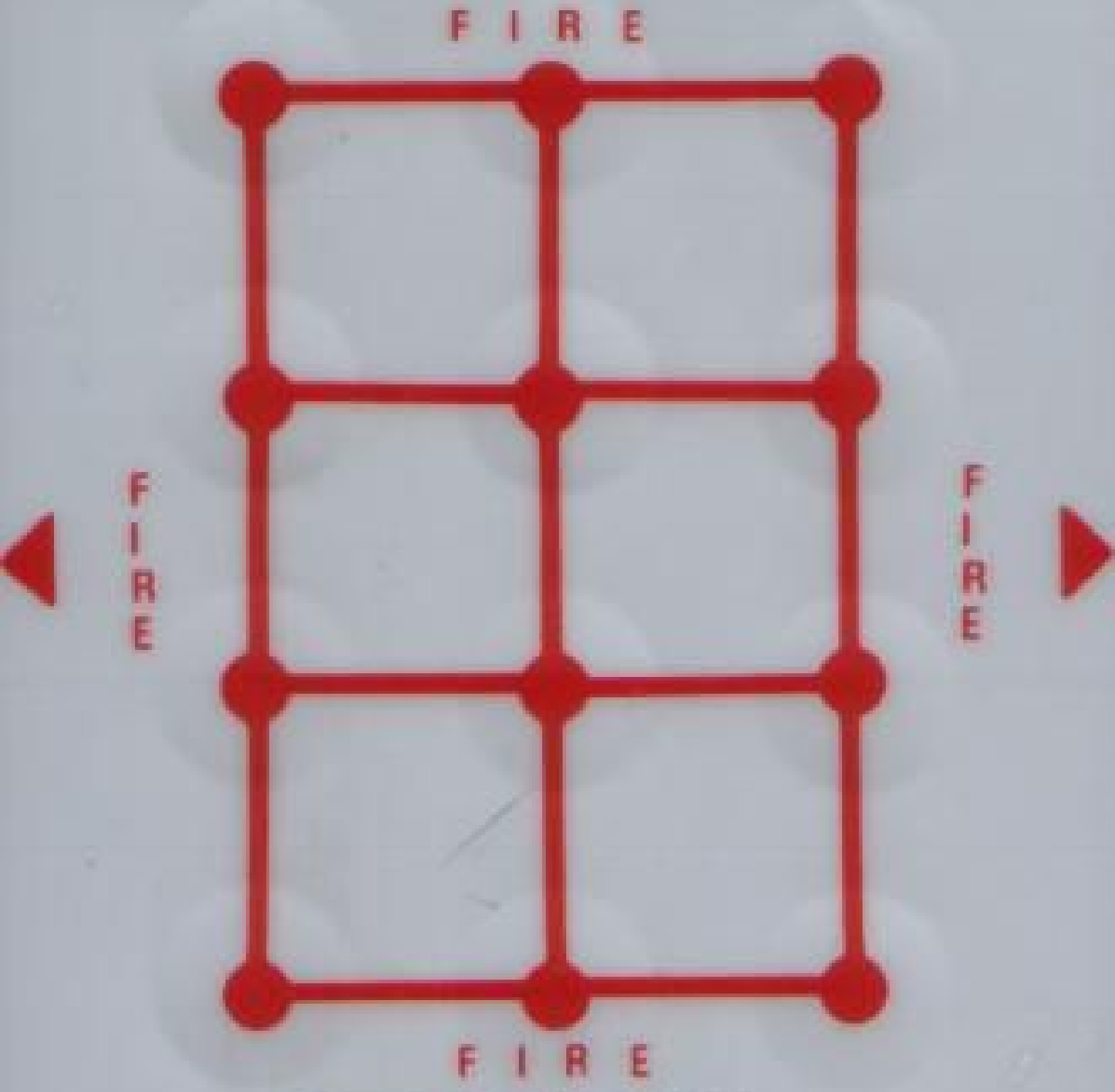
# LEFT PLAYER

FREEZE

UNFREEZE

# R2D TANK™

# RIGHT OR SINGLE PLAYER



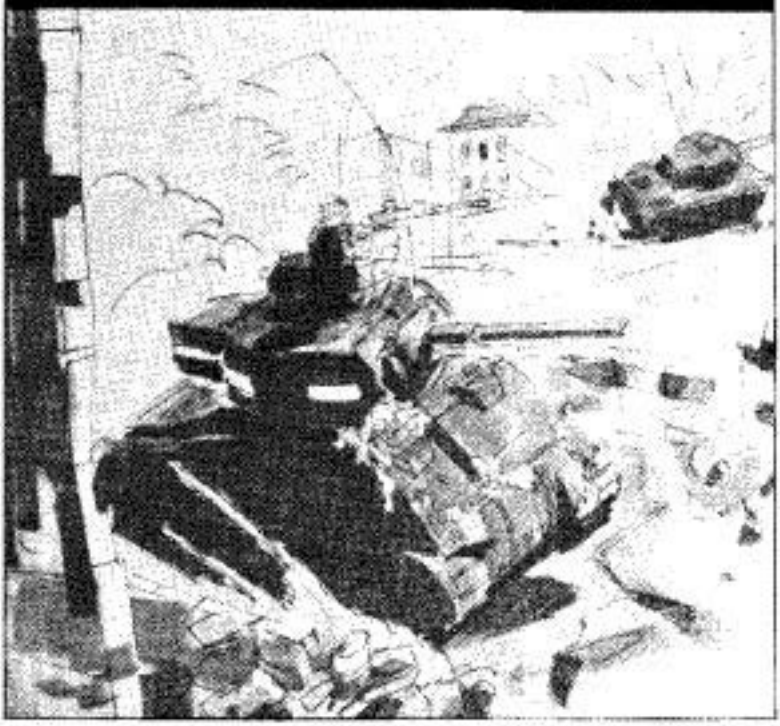

# R2D TANK™

# Tunix

*VIDEO GAME CARTRIDGE*

Tunix

# R2D TANK™



Cartridge No. 24

Part No. 82601-1

# STARTING THE GAME

❶ *Read the OWNER'S MANUAL before starting – you don't want to miss any important points!*

❷ *Make sure the POWER light is off before putting the game Cartridge into the Console Unit; this will prevent damage to both.*

❸ *Insert mylar overlay into each controller keyboard. (See Fig. 13 & 14).*

FIG. 13A

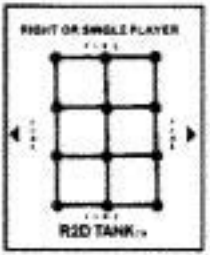



FIG. 13B

OVERLAYS

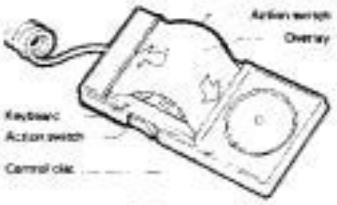



FIG. 14
HOW TO INSTALL OVERLAY

4. With the picture facing the front, put the Game Cartridge into the slot on top of the Console Unit.

5. Press the POWER button — the POWER ON light turns red.

6. Press the RESET button and the picture in Fig. 1 should appear on the screen.

7. Press SELECT and/or OPTION buttons for the Game you wish, then press START to begin.

8. When the game is over, after approximately five minutes, the game switches automatically into demonstration play.

THIS IS A ONE OR TWO PLAYER GAME. USE THE RIGHT HAND CONTROLLER FOR ONE PLAYER. THE LEFT HAND CONTROLLER IS USED FOR THE SECOND PLAYER AND ALSO FOR "FREEZE" (PAUSE) AND "UNFREEZE".

# FREEZING THE GAME

Rrrrring – rrrrring! Rrrrring – rrrring! Oh no – that's the telephone ringing right in the middle of a game! Don't worry, R2D Tank has a unique feature – just press FREEZE on your left hand controller and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again press UNFREEZE and the action and sound continues where you left off.

If necessary you can also reduce the volume on your TV until its time for you to play again, but don't forget to turn it back on!

# USING THE CONTROLLERS

Press the disc or move the joystick in the direction in which you want your tank to move. However you can only move in 90 degree steps. Therefore to reverse the direction of travel 180 degrees you must turn 90 degrees and then turn 90 degrees again.

# TO BATTLE STATIONS

*You are a Tank Commander going into battle against heavy odds. Your Tank has one missile to start with. As you proceed through the battlefield you can pick up more missiles. Every white dot extinguished by your Tank passing over it will add 10 points to your score and 1 missile to your Tanks armory. Each frame has 84 dots. For the first frame you can accumulate an unlimited amount of missiles. When you have extinguished all 84 dots you pass to the 2nd frame. Two red Tanks appear in this (and succeeding) frame and you can collect a maximum of 9 missiles at a time. In frames 2 and 4 a maximum of 5 missiles at a time and in succeeding frames a maximum of 3 missiles.*

*BUT WATCH OUT FOR THE RED TANK. Besides shooting at you, they are also laying landmines. (The white dots will change to a red "X".) You can fire at the Red Tank to destroy it and gain 100 points. When you shoot through the Red Landmines they will revert to orginal white dots and you can pick them up to gain missiles and points.*

# OBJECT OF THE GAME

*A) ONE PLAYER: To gain as many points and to go through as many frames of the game as possible before you lose five (5) Tanks. Each succeeding frame becomes more difficult. 2nd frame and all succeeding frames have two enemy Red Tanks.*

# ONE PLAYER SCENES

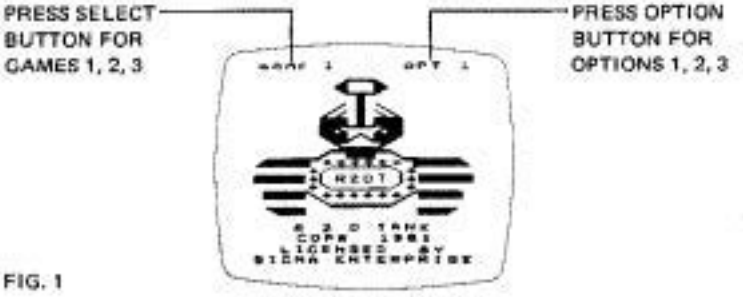



FIG. 1

AFTER PRESS "START"

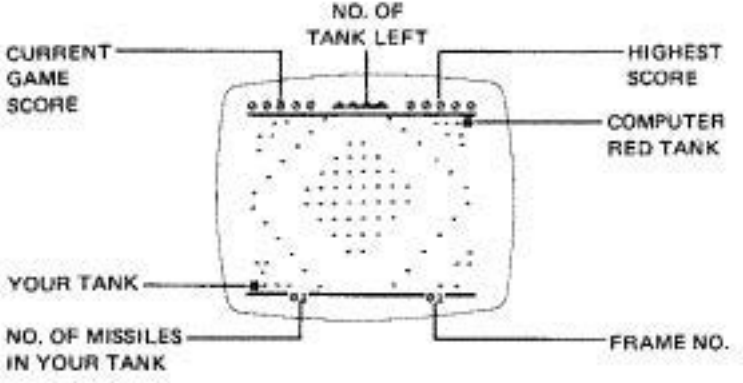



FIG. 2

"EASY" OPTION 1 – NO FENCES

AFTER PRESS "START"

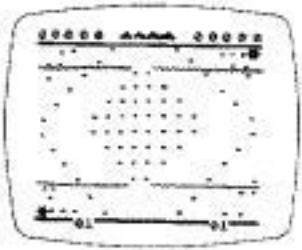


FIG. 3 FIG. 4

"NORMAL" OPTION 2 — 2 FENCES

AFTER PRESS "START"

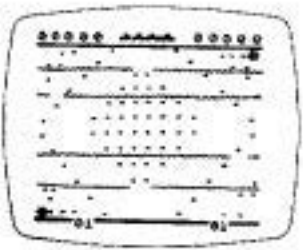


FIG. 5 FIG. 6

"DIFFICULT" OPTION 3 — 4 FENCES

B) *TWO PLAYER: To knock out your opponents' FIVE Tanks before he destroys yours. Also to accumulate as many points as possible by extinguishing the white dots (right player No. 1) or laying landmines (left player No. 2)*

# TWO PLAYER SCENES

FIG. 7

AFTER PRESS "START"

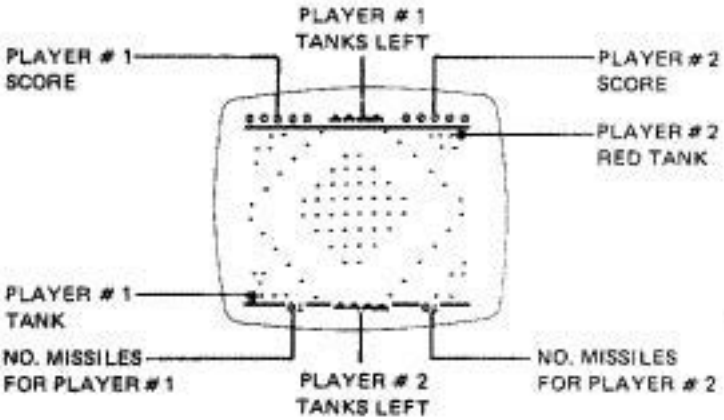



FIG. 8

FIG. 9

AFTER PRESS "START"

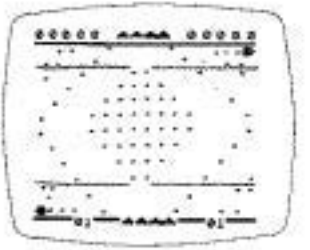


FIG. 10

FIG. 11

AFTER PRESS "START"

FIG. 12

# *OPTIONS*

*There are three options. The option you have selected is shown on the upper right side of TV screen after you have pressed the "OPTION" button.*

*See Figs. 1, 3, 5 to start play press RESET.*

*A)* ***Option 1*** : *(See Fig. 2) This is "Easy" play. No fences.*

*B)* ***Option 2*** : *(See Fig. 4) This is "Normal" play. There are two electrified fences with openings for your Tank (No. 1 player – right controller) to go through. If you hit the fence your Tank is destroyed. You can shoot through the fence to destroy the landmines and enemy Tanks. The enemy Red Tanks can go through the fences. Yours cannot.*

C) **Option 3** : *(see Fig. 6) This is "Difficult" play. There are 4 electric fences in this option. Other play like in option 2.*

# GAME SELECTIONS

*There are 3 game selections. The game selection number will appear on upper left side of screen. (See Fig. 1).*

A) **GAME 1** : *This is 1 player against the computer (use right Controller)*

B) **GAME 2** : *This challenges two players against each other. The number 2 player (use left controller) acts like the computer in Game 1. He controls Red Tank (see Fig. 8). number 2 player's tank will convert the white dots to landmine and gain 10 points FOR EACH. His Tank can go through the electric fences in options 2 and 3. However number 2 player can only accumulate 5 missiles. The number 1 player's Tank can accumulate an unlimited amount of missiles by extinguishing white dots (10 points each) number 1 player's missiles can shoot through the electric fence. However number 1 player's tank cannot go through the fence.*

C) **GAME 3** : *This is a demonstration mode. You can "DEMO" the game by pressing "SELECT" button to "GAME 3" displays on upper left corner and select your desired option 1, 2, or 3, then press "START" to start demonstration.*

# SCORING

*The computer will score for you automatically, and retain the highest score in its memory bank for you or your friends to challenge. To keep the highest score on the screen, just press the START button for the next game. If you press the RESET button all scores will be wiped out.*

| | | |
|---|---|---|
| *A. PLAYER No. 1* | | |
| *Extinguish White Dot* | – | *10 points* |
| *Destroy Red Tank* | – | *100 points* |
| *PLAYER No. 2* | | |
| *Lay landmine* | – | *10 points* |
| *Destroy White Tank* | – | *100 points* |

# TIPS

A. *Keep watch over the number of missiles left so you don't "misfire".*

B. *When 2 player game is in progress the succeeding frames will be a continuation of the first frame. Therefore there will always be only 1 Tank for each side. Also the No. 1 player can always accumulate unlimited missiles and No. 2 player only 5.*

C. *In 2 player game it is over when either player knocks out 5 Tanks of the other player.*

D. *In the 1 player game the White Dots are changed to Landmines at a varying rate.*
*In the 2 player game each pass of the RED TANK over the White Dot changes it to a Landmine.*

Licensed by Sigma Enterprises, Inc.
Printed in New Zealand